SONY

4-649-988-**12** (1)

Personal Entertainment Organizer

PEG-S300

Read This First

CLIÉ

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Note

- Sony does not support third-party add-on applications. If you are having a problem with a third-party application, please contact the developer or publisher of that software.
- The illustrations in this manual may differ from the actual software.
- Explanations in this manual assume that you are familiar with basic operations of Windows®. For how to use your computer and operating system, please refer to the respective manuals.

Before you start using Sony handheld, be sure to read the accompanying End-User's License Agreement.

Table of Contents

Features 4
Unpacking your Sony handheld 5
Manuals and CD-ROM 6
Designation and function of each component 7
Front view of Sony handheld 7
How to put the protective carrying case on Sony handheld 9
Rear View of Sony handheld 10
Cradle 11
Screen 12

Charging Sony Handheld

Charging with the cradle 14
Charging directly from the power supply 14

Basic Operations

Using the stylus 15
Using the Jog Dial navigator 17
Turning on and performing initial settings of Sony handheld 18

Entering Data in Your Sony Handheld

Using the onscreen keyboard 21
Using Graffiti writing to enter data 22
Writing Graffiti characters 22
To write Graffiti letters 23
The Graffiti alphabet 24
Writing capital letters 25
Writing numbers 26
Writing punctuation marks 26
Additional Graffiti punctuation 27
Writing symbols and extended characters 27
Writing accented characters 28
Accent strokes 28
Additional non-English characters 28
Using Navigation strokes 28
Using Graffiti ShortCuts 29
Using your computer keyboard 30
Importing data 30

Connecting Sony Handheld to Your Computer

What you can do with Sony handheld and computer in combination 32
Installing the Palm Desktop for Sony software 33
Computer system requirements 33
Installing the software 33
Connecting the cradle to the computer 34
Place the Sony handheld on the cradle 35
To uninstall the Palm Desktop for Sony software 36

Additional Information

Customer registration 37
Which manual to read? 38
Opening the gMedia Operating Instructions 39

Features

The Personal Entertainment Organizer (hereafter “Sony handheld”) functions as an personal digital organizer with features such as Date Book, Address Book, To Do List, and Memo Pad. In addition to these functions, the Sony handheld also works as an information terminal, with an excellent extended ability to connect to other devices such as personal computers. The major features of the Sony handheld are as follows:

1 Personal digital organizer features: Date Book, Address Book, To Do List and Memo Pad

2 Data exchange or data synchronization with your computer (HotSync®)

3 Playback of still or motion pictures working with “PictureGear™ Lite” software on the computer.

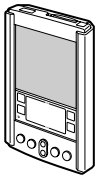
4 Data exchange with a computer or other Sony handheld’s using Memory Stick™

5 The multipurpose Jog Dial feature.

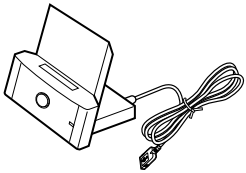
6 Extended features by installing add-on applications for the Palm OS.

Unpacking your Sony handheld

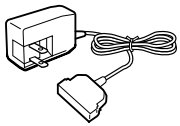
❑**Personal Entertainment Organizer (1)**



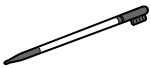
❑**Cradle (1)**



❑**AC Adapter (1)**

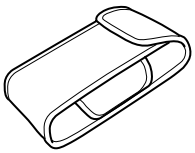


❑**Stylus (1)**



❑**8MB Memory Stick (1)**

❑**Protective Carrying Case (1)**

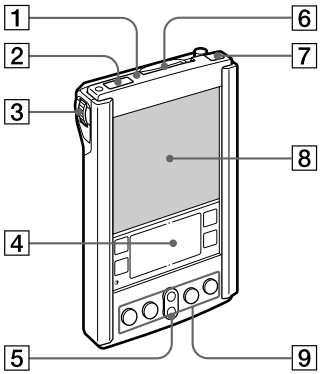


Manuals and CD-ROM

- ❑**Install CD-ROM (1)**
- ❑**Personal Entertainment Organizer Operating Instructions (1)**
- ❑**Read This First (1) (this document)**
- ❑**PictureGear Pocket Operating Instructions (1)**
- ❑**Graffiti® Card (1)**
- ❑**Graffiti Label (1)**
- ❑**End-User's License Agreement (1)**
- ❑**Other printed materials**

Designation and function of each component

Front view of Sony handheld



1 Memory Stick Indicator

It lights up while Sony handheld is accessing to Memory Stick media.

2 Infrared Communication Port

Uses infrared technology to transmit data to and receive data from other Palm OS handhelds, and to perform HotSync operations.

For more information, refer to the Sony handheld Operating Instructions.

3 Jog Dial Navigator

Used to select and execute applications or items.

For details, see “Using the Jog Dial navigator”.

4 Graffiti Writing Area

The area where you write letters and numbers using the Graffiti® alphabet. See “Using Graffiti writing to enter data” to learn how to write Graffiti characters.

5 Scroll Button

Displays text and other information that extends beyond the area of the screen. Pressing the lower half of the scroll button scrolls down to view information below the viewing area, and pressing the upper half of the button scrolls up to view the information above the viewing area.

6 Memory Stick Slot

Insert Memory Stick media into this slot.

7 Power Button

Used to turn the Sony handheld on or off.

Also, pressing this button for longer than 2 seconds turns the back light on or off.

8 Screen

Displays the applications and information stored in your Sony handheld. It is touch-sensitive and responds to the stylus.

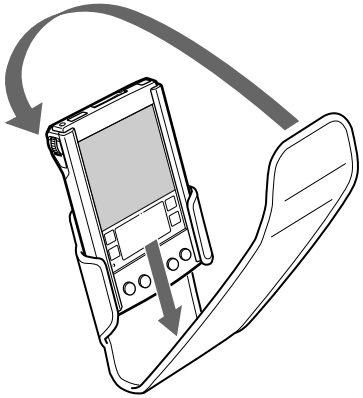
9 Application Buttons

Activates the individual applications that correspond to the icons on the buttons: Date Book, Address Book, To Do List, and Memo Pad. See the Sony handheld Operating Instructions for details on reassigning these buttons to activate any application on your Sony handheld.

If your Sony handheld is turned off, pressing any application button activates the Sony handheld and opens the corresponding application.

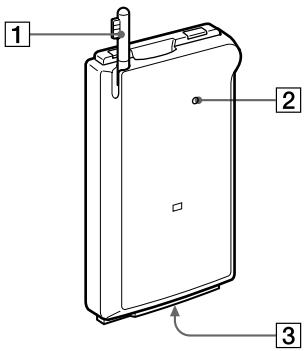
How to put the protective carrying case on Sony handheld

Put the supplied protective carrying case on Sony handheld following below.



Please remove the protective carrying case from the Sony handheld while the Sony handheld is placed on the cradle or connect to the AC adapter.

Rear View of Sony handheld



1 Stylus

Used to tap icons and buttons on the screen, or to enter characters.

For details, see “Using the stylus.”

2 Reset Button

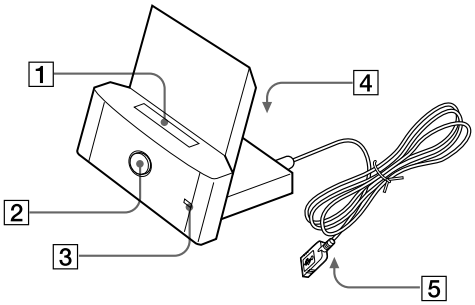
Under normal use, you should not have to use this button.

For more information, refer to the Sony handheld Operating Instructions.

3 Interface Connector

Used to connect to the cradle, or AC adapter.

Cradle



1 Interface Connector

You can connect a Sony handheld.

2 HotSync Button

Data in the Sony handheld can be synchronized with the data saved on a computer.

For more detailed information, see “Exchanging and Updating Data Using HotSync Operations” in the Sony handheld Operating Instructions.

3 Cradle Indicator

When you connect the AC Adapter to the cradle and place the Sony handheld on the cradle, this indicator lights in green and charging will start.

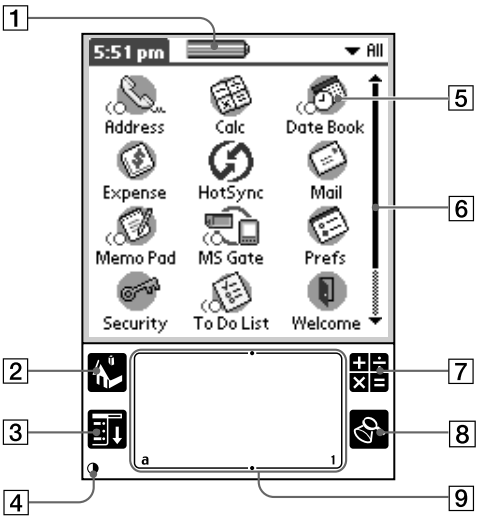
4 AC Adaptor Connector

You can connect an AC adapter.

5 USB Connector

You can connect a USB connector on the computer.

Screen



1 Battery Remaining Amount Display

Display of remaining on battery.

2 Home Icon

Tap this icon and the Application Launcher appears displaying a list of applications.

3 Menu Icon

Tap this icon and a menu of current applications appears.

4 Contrast Adjustment Icon*

Tap this icon to adjust the contrast of the Sony handheld screen.

*If the digitizer preferences are not set correctlly, this screen does not appear. Please set the preferences correctly.

5 Application Icon

Tap this icon to select an application.

6 Scroll Bar

Drag this bar to scroll the screen.

7 Calculator Icon

Tap this icon to open the Calculator.

8 Find Icon

Tap this icon to open the find screen.

9 Graffiti Writing Area

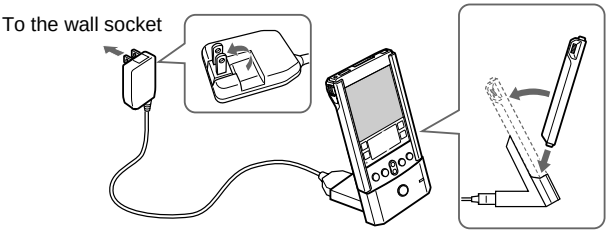
This area is for hand-writing input with Graffiti text.

Charging with the cradle

Note

Before you use the Sony handheld for the first time, be sure to charge it.

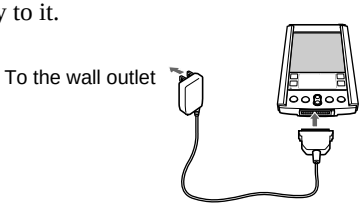
Connect the supplied cradle of Sony handheld to an AC adapter in advance. Charging will start automatically by putting Sony handheld on the cradle. The first time charge take about 3 hours. Subsequent charges (on a frequent basis) will require less time.



When Sony handheld is placed on the cradle, the indicator on the cradle lights and charging starts.

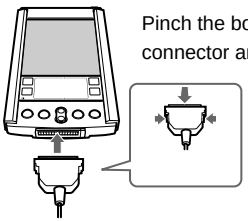
Charging directly from the power supply

You can also charge Sony handheld by connecting the supplied AC adapter directly to it.



When the AC adapter is connected to Sony handheld, the display to show the remaining charge of the Application Launcher becomes .

To remove the AC adapter from Sony handheld

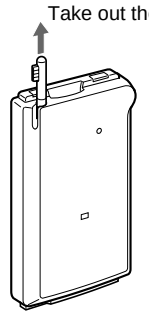


Using the stylus

With Sony handheld, you can use the supplied stylus to enter characters or specify an application you want to execute.

Taking out the stylus

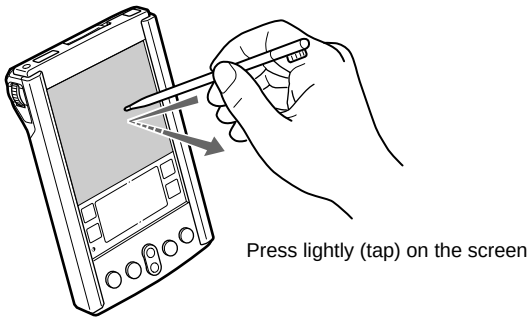
The stylus is stored on the back side of your Sony handheld. Pull it out as needed when using Sony handheld.



In order to avoid losing the stylus, always put it back into its holder on Sony handheld after using.

Tapping

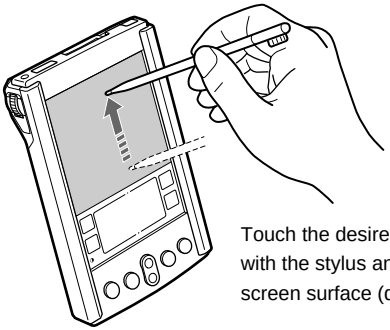
When entering characters to Sony handheld via the screen keyboard, or when specifying the application you want to execute, press lightly on the desired button or icon with the stylus.



This action of “pressing lightly on the screen with the stylus” is called “tapping.”

Dragging

Just as you use a mouse pointer to drag an item on your computer's screen, you can drag an item on your Sony handheld screen by touching lightly on the item with the stylus and moving the stylus along the screen surface.



Touch the desired item on the screen with the stylus and move it along the screen surface (drag).

Examples of dragging:

By dragging the scrollbar, you can view the portion of data that is not displayed on the screen.

When selecting multiple characters, move the stylus along the desired characters. The characters included in the area are selected together.

Using the Jog Dial navigator

Sony handheld has a Jog Dial™ navigator.

Sony handheld is also designed to allow all major operations to be performed using only the Jog Dial navigator, so you can use Sony handheld with just one hand, and not use the stylus.

The icons of application which can be performed by the Jog Dial navigator have the ◯ mark.

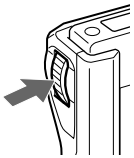
Rotating the Jog Dial navigator

You can rotate the Jog Dial navigator to select various items in succession or to select an application to start.

What you can do by rotating the Jog Dial navigator differs depending on the application you are using. For details, refer to the instructions of each application.

Pressing the Jog Dial navigator

To determine the item selected by rotating the Jog Dial navigator, or to execute the selected application, press the Jog Dial navigator.



What you can do by pressing the Jog Dial navigator differs depending on the application you are using. For details, refer to the instructions of each application.

Applications with which a Jog Dial navigator can be used have a Jog Dial mark at the lower left of the icons.

Turning on and performing initial settings of Sony handheld

Turn on your Sony handheld and perform the initial settings required for operation. You can familiarize yourself with your Sony handheld by following this procedure.

1 Press the Sony handheld power button.

Sony handheld is turned on, and the Welcome screen appears.

Setup 1 of 4
Welcome. The following screens will walk you through Setup, which takes just a few minutes.
1. Remove the stylus as shown:
2. Use the stylus to tap anywhere to continue.

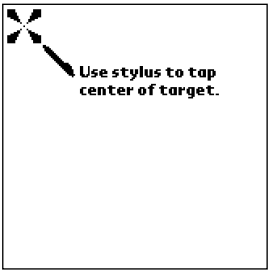
After a while, the Setup screen appears.

2 Take out the Stylus, and tap anywhere on the screen.

A Setup screen which corrects the displacement between the tapped location and the display on the screen appears.

Setup 2 of 4
In the following screen, you will be asked to tap the center of the target as shown below. This ensures accurate stylus entry.
Use the stylus to tap anywhere to continue.

3 Tap anywhere on the screen.



4 Following the instruction on the screen, tap the center of the displayed mark.

Note

If the Digitizer is not configured correctly, problems may occer. For example, the scroll bar may not operate properly, or “tapping” may not produce the desired results.

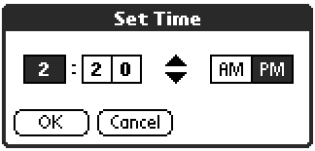
If tapping is not recognized correctly, please re-configure the Digitizer from the beginning.

See “Changing the digitizer preferences” in the Sony handheld Operating Instructions for more information on setting the Digitizer.

After adjustment completes, a screen for setting time and date appears.

5 Tap the area surrounded by the Set Time frame.

The Set Time screen appears.



6 Tap ▲ or ▼ to set the time display to the current time.

7 Tap the box which displays minutes, then set the minute display to the current time.

8 Tap OK.

The current time is set correctly, and the screen goes back to the Screen for setting time and date.

9 Tap the area surrounded by the Set Date frame.

The Set Date screen appears.

Set Date
2000
Jan Feb Mar Apr May Jun
Jul Aug Sep Oct Nov Dec
S M T W T F S
1
2 3 4 5 6 7 8
9 10 11 12 13 14 15
16 17 18 19 20 21 22
23 24 25 26 27 28 29
30 31
Cancel
Today

10 Tap ◀ or ▶ next to the year at the top of the screen to adjust the year.

11 Tap the current month, then tap the current date.

The date is set correctly, and the screen returns to the time/date setup screen.

12 Tap Next.

The Enter Data screen appears.

Enter Data
You can enter data on your handheld in 3 ways:
1. Using Graffiti® writing.
2. Using the on-screen keyboard.
3. Using your computer keyboard.
Refer to the documentation for more details.
To learn Graffiti writing now, tap Next. To exit, tap Done.
Previous
Next
Done

13 Tap Done.

The initial settings are complete, and the Sony handheld Home screen appears.

You can now use the Sony handheld.

Using the onscreen keyboard

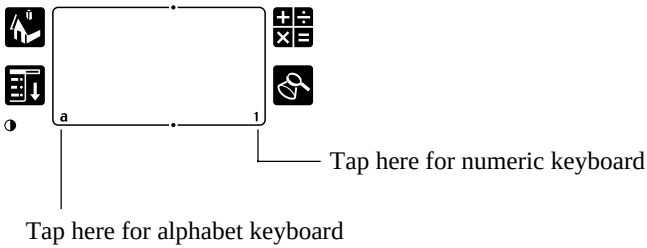
You can open the onscreen keyboard anytime you need to enter text or numbers on your organizer. Note that you cannot enter Graffiti characters while using the onscreen keyboard.

To use the onscreen keyboard:

1 Open any application (such as Memo Pad).

2 Tap any record, or tap New.

3 Tap "a" to open the alphabetic keyboard, or tap "1" to open the numeric keyboard.



4 Tap the characters to enter text and numbers.

Note

The onscreen keyboard also includes a dialog box for international characters. You can switch among the three dialogs at any time to enter the exact text you need.

5 After you finish, tap Done to close the onscreen keyboard and place the text in the record.

Using Graffiti writing to enter data

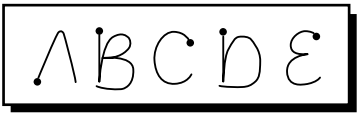
You can use Graffiti writing commands to create letters, numbers, punctuation, and symbols. The Graffiti writing strokes include all letters, numbers, and symbols found on a standard keyboard.

Writing Graffiti characters

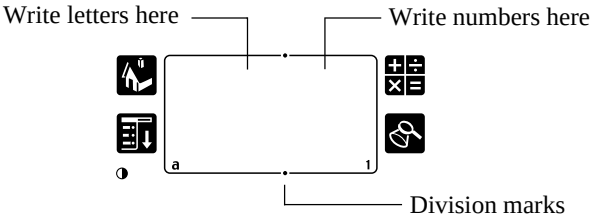
Most people find they can enter text quickly and accurately with only minutes of practice. Graffiti writing includes any character you can type on a standard keyboard. The Graffiti strokes closely resemble the uppercase letters of the regular alphabet, which makes Graffiti writing easy to learn.

There are four basic concepts for success with Graffiti writing:

- If you draw the character shape exactly as shown in the tables later in this chapter (like the shapes shown in the following diagram), you archive 100% accuracy.



- The heavy dot on each shape shows where to begin the stroke. Certain characters have similar shapes, but different beginning and end points. Always begin the stroke at the heavy dot (you should not create the heavy dot; it is only there to show you where to begin the stroke).
- Most characters require only a single stroke. When you lift the stylus from the Graffiti writing area, your Sony handheld recognizes and displays the text character immediately. To accomplish single strokes, some Graffiti strokes are portions of the regular alphabet equivalents.
- The Graffiti writing area is divided into two parts: one for writing the letters of the alphabet and one for writing numbers. The small marks at the top and bottom of the Graffiti writing area indicate the two areas.



To write Graffiti letters

1 Tap the screen where you want your text to go.

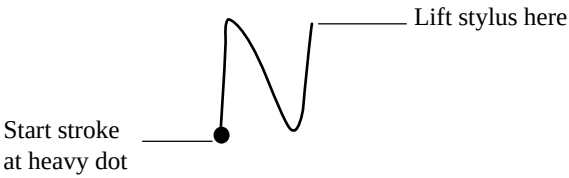
Note

You need to tap above the Graffiti writing area, and you must see a flashing cursor before you write the text.

2 Use the tables on the following pages to find the stroke shape for the letter you want to create. For example, the stroke shown below creates the letter "n".

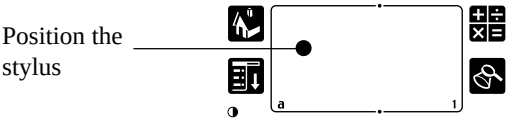
Note

There are two different stroke shapes available for some letters. For these letters, choose the one that's easiest for you.



As you will see later, you use the same shape to create both the uppercase and lowercase version of a letter.

3 Position the stylus in the left-hand side of the Graffiti writing area.



4 Start your stroke at the heavy dot and draw the stroke shape as it appears in the tables.

5 Lift the stylus from the screen at the end of the stroke shape.

That is all there is to it. When you lift the stylus from the screen, your Sony handheld recognizes your stroke immediately and prints the letter at the insertion point on the screen.

As soon as you lift the stylus from the screen, you can begin the stroke for the next character you want to write.

Note

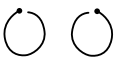
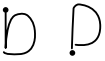
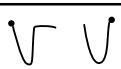
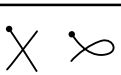
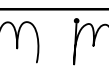
You must begin the character strokes in the Graffiti writing area. If you do not make Graffiti strokes in the Graffiti writing area, your Sony handheld does not recognize them as text characters.

When using Graffiti writing, keep these tips in mind:

- Accuracy improves when you write large characters, You should draw strokes that nearly fill the Graffiti writing area.
- To delete characters, simply set the insertion point to the right of the character you want to delete and make the backspace stroke (a line from right to left) in the Graffiti writing area.
- Write at natural speed. Writing too slowly can generate recognition errors.
- Do not write on a slant. Vertical strokes should be parallel to the sides of the Graffiti writing area.
- Press firmly.

The Graffiti alphabet

Draw Graffiti letters according to the following alphabet.

Letter	strokes	Letter	strokes
A		N	
B		O	
C		P	
D		Q	
E		R	
F		S	
G		T	
H		U	
I		V	
J		W	
K		X	
L		Y	
M		Z	

Space	
Carriage Return	

Backspace	
Period	*Tap twice.*

Writing capital letters

You can make capital letters with the same stroke shapes as the basic alphabet characters. To make capital letters, you must first "shift" to caps — just as you press the Shift key on a keyboard — and then write the character strokes.

Note

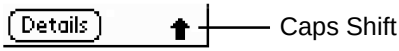
Graffiti writing includes a feature that automatically capitalizes the first letter when you create a new sentence or a new record (by tapping New or a blank line).

To draw the first letter of a word as a capital letter:

- Use the Caps Shift stroke:

Caps Shift	

When Caps Shift is active, an "up arrow" symbol appears in the lower-right corner of the screen. If you accidentally activate Caps Shift, backspace will cancel it.

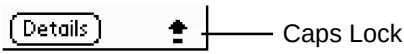


To enter only capital letters (Caps Lock):

- Use the Caps Lock stroke:

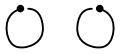
Caps Lock	

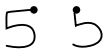
When Caps Lock is active, an underlined "up arrow" symbol appears in the lower-right corner of the screen. To return to lowercase, make the Caps Shift stroke.



Writing numbers

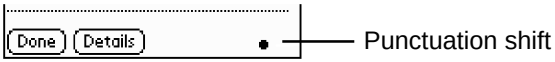
Writing numbers with Graffiti writing is similar to writing letters of the alphabet, except that you make the character strokes on the right-hand side (numbers side) of the Graffiti writing area.

Number	Strokes
0	
1	
2	
3	
4	

Number	Strokes
5	
6	
7	
8	
9	

Writing punctuation marks

Graffiti writing can create any punctuation symbol that you can enter from a standard keyboard. All punctuation marks begin with a single tap on the Graffiti writing area. When you make this tap, you activate Punctuation Shift and a dot appears to show it is active. The next stroke you make with the stylus creates a punctuation mark.



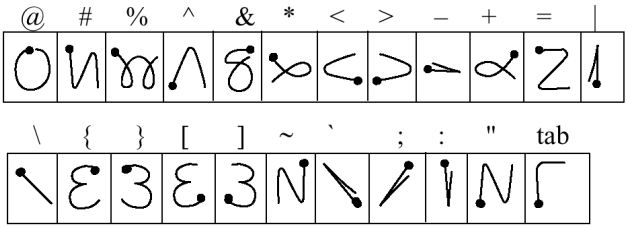
Note

When Punctuation Shift is active, you can make a symbol stroke anywhere in the Graffiti writing area (the letters or numbers side).

Symbol	Stroke
Period .	
Comma ,	
Apostrophe ‘	
Question ?	
Exclamation !	

Symbol	Stroke
Dash —	
Left Paren (	
Right Paren)	
Slash /	
Dollar $	

Additional Graffiti punctuation

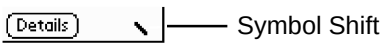


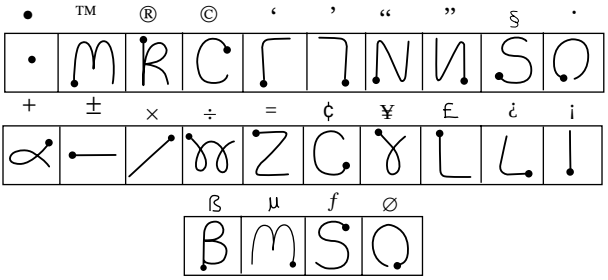
Writing symbols and extended characters

All symbols and extend characters begin with the stroke in the Graffiti writing area of Sony handheld:

Symbol Shift	

When the Symbol Shift is active, a slanted shift symbol appears in the lower-right corner of the screen. The next stroke that you make creates the symbol or extended character.

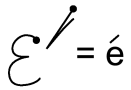




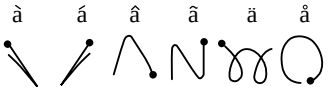
Writing accented characters

To create accented characters, draw the stroke normally used to create the letter, followed by an accent stroke. Graffiti writing then adds the accent to the letter.

For example, the following diagram shows the strokes required to draw an accented "e".



Accent strokes

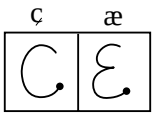


Using these accent strokes, you can write the following accented letters:

à á â ã ä å è é ê ì í î ï ò ó ô õ ö ù ú û ü ÿ ý ñ

Additional non-English characters

You can write the following characters without any special punctuation or shifting:



Note

You must write these non-English characters in the left side of the Graffiti writing area.

Using Navigation strokes

In addition to character symbols, Graffiti writing includes special strokes that you can use to navigate within text or fields in your applications.

Command	Stroke
Move cursor right	
Move cursor left	
Previous field (Address Book only)	
Next Field (Address Book only)	
Open Address Record (Address Book only)	

Using Graffiti ShortCuts

Graffiti ShortCuts make entering commonly used words or phrases quick and easy. ShortCuts are similar to the Glossary or Autotext features of some word processors.

Graffiti writing comes with several predefined ShortCuts, and you can also create your own. Each ShortCut can represent up to 45 characters.

For example, you might create a ShortCut for your name, or for the header of a memo. See the Sony handheld Operating Instructions to learn about creating your own ShortCuts.

To use a ShortCut, draw the ShortCut stroke followed by the ShortCut characters. When you draw the ShortCut stroke, the ShortCut symbol appears at the insertion point to show that you are in ShortCut mode.

ShortCut	

You organizer includes the following predefined Graffiti ShortCuts:

Entry	ShortCut
Date stamp	ds
Time stamp	ts
Date / time stamp	dts
Meeting	me
Breakfast	br
Lunch	lu
Dinner	di

Using your computer keyboard

If you have a lot of data to enter, or prefer to use the computer keyboard, you can use Palm™ Desktop for Sony software or any supported PIM to enter information. You can then perform a HotSync® operation to synchronize the information on your computer with the information on your Sony handheld. All the main applications on your Sony handheld are also available in Palm Desktop for Sony software and in most PIMs, so you don't need to learn different applications.

Refer to Palm Desktop for Sony online Help for more information on entering data on your computer.

Importing data

If you have data stored in computer applications such as spreadsheets and databases, or if you want to import data from another handheld, you can transfer the data to your Sony without having to key it in manually. Save the data in one of the file formats listed below, import it into Palm Desktop for Sony software, and then perform a HotSync operation to transfer the data to your Sony handheld.

Palm Desktop for Sony handheld software can import data in the following file formats:

- Comma delimited (.csv, .txt): Address Book and Memo Pad only
- Tab delimited (.tab, .tsv, txt): Address Book and Memo Pad only
- CSV (Lotus Organizer 2.x/97 Mapping): Address Book only
- Date Book archive (.dba)
- Adress Book archive (.aba)
- To Do archive (.tda)
- Memo Pad archive (.mpa)

Archive formats can only be used with Palm Desktop for Sony software. Use the archive file formats to share information with other people who use a Palm OS platform handheld or to create a copy of your important Palm Desktop for Sony information.

To import data

1. Open Palm Desktop for Sony software.
2. Click the application into which you want to import data.
3. If you are importing records that contain a field with category names, do the following:

   Select All in the Category box.
   Be sure that the same categories that appear in the imported file also exist in the application. If the categories do not exist, create them now; otherwise, the records are imported into the Unfiled category.
4. From the File menu, choose Import.
5. Select the file you want to import.
6. Click Open.
7. To import data into the correct Palm Desktop for Sony fields, drag fields in the left-hand column so that they are opposite the corresponding imported field on the right .
8. If you do not want to import a field, deselect the check box for that field.
9. Click OK.

   The imported data is highlighted in the application.
10. To add the imported data to your Sony handheld, perform a HotSync operation.

See Palm Desktop for Sony online Help for more information on importing and exporting data.

What you can do with Sony handheld and computer in combination

You can use Palm Desktop for Sony software to utilize many functions of the Sony handheld applications on your computer.

You can also use HotSync feature to easily synchronize data between Sony handheld and your computer.

Using the same Sony handheld application on your computer

You can copy and edit data from the Date Book, Address Book, To Do List, Memo Pad, and Expense on your computer.

You can also print out the Date Book, Address Book, To Do List, Memo Pad, and Expense data using the printer connected to the computer.

Syncronizing data between Sony handheld and your computer (HotSync)

You can back up the data of the Date Book, Address Book, etc. stored on Sony handheld to your computer.

Using data created with Windows applications on Sony handheld

You can convert the data created with Windows applications on your computer to transfer them to Sony handheld. Also, you can import the data from Sony handheld to Windows applications.

The following data formats can be imported from Sony handheld to Palm Desktop for Sony software.

- Comma/Tab-delimited text (*.csv, *.tab, *.tsv)
- Text (*.txt)
- Palm Desktop for Sony software's Date Book archive (*.dba)
- Palm Desktop for Sony software's Address Book archive (*.aba)
- Palm Desktop for Sony software's To Do List archive (*.tda)
- Palm Desktop for Sony software's Memo Pad archive (*.mpa)
- Palm Desktop for Sony software's Expense archive (*.exa)

See Online Help of the Palm Desktop for Sony for more information about importing.

Installing the Palm Desktop for Sony software

Computer system requirements

To install and operate the Palm Desktop for Sony software, your computer system must meet the following requirements:

- OS: Microsoft® Windows® 98/Windows® 98 Second Edition/Windows® 2000 Professional
- CPU: Pentium processor 90MHz or greater (MMX technology Pentium processor recommended)
- RAM: 32 MB or more (64 MB or more recommended)
- Hard disk drive: 64 MB or more available space
- Display: High Color or more (640 x 480 pixels or more/800 x 600 pixels or more recommended)
- CD-ROM drive
- Mouse or similar pointing device
- USB connector

Note

Users of Windows® 2000 Professional must be log on as an Administrator in order to install.

Installing the software

Note

- Before installing the Palm Desktop for Sony software, do not connect the cradle to a USB connector of the computer. The installation of the software might not be performed correctly.
- If the Palm Desktop software is already installed to your computer, Please uninstall the Palm Desktop software and install the Palm Deskttop for Sony software.

1 Exit all applications running on Windows®.

You should quit all applications that automatically run at startup, such as fax communication software, anti-virus tool, screen saver, and Microsoft® Office Shortcut Bar.

2 Insert the Install CD-ROM into the CD-ROM drive of the computer.

The installer menu appears.

3 Click Install Palm Desktop for Sony.

The Palm Desktop for Sony software installation begins.

Follow the instructions shown on the screen.

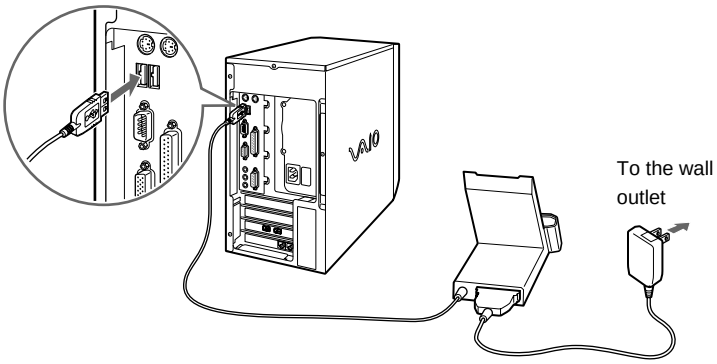
When the installation is finished, Sony Handheld Registration screen appears.

4 Fill in the customer registration following the instructions shown on the screen.

You need Internet access for the online customer registration.

You can take advantage of Sony's commitment to quality customer support and nine months of the extended limited warranty for a total of 12 months from the original data of purchase when you register your Sony handhald.

Connecting the cradle to the computer



Connect the USB connector of the cradle to a USB connector of the computer.

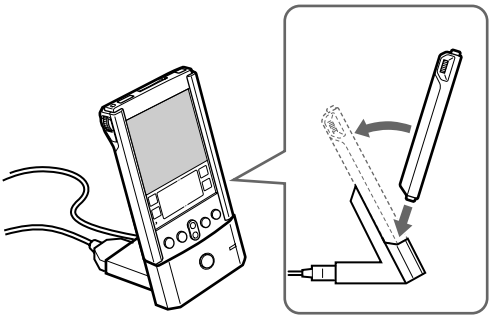
NOTE

Do not simply copy the Palm Desktop for Sony software files to your computer's hard disk. You must use the installer to place the files in their proper locations and to decompress the files.

Place the Sony handheld on the cradle

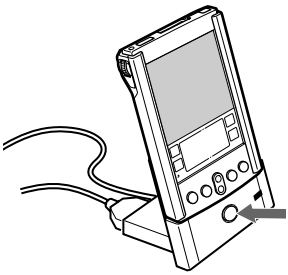
Place the Sony handheld on the cradle, so that your computer can recognize the Sony handheld.

1 Place the Sony handheld on the cradle.



2 Press the HotSync button of the cradle.

The USB Driver Installation Wizard appears and the driver is installed. Follow the instructions on the screen.



The driver installation screen appers. Follow the instruction on the screen to install the driver.

If the installation is finished, you can synchronize your data between the Sony handheld and your computer (HotSync).

To uninstall the Palm Desktop for Sony software

1 From the Windows Start menu, click Settings, and click Control Panel.

The Control Panel appears.

2 Double-click the Add/Remove Programs icon.

The Add/Remove Programs window appears.

3 Click the Install/Uninstall tab.

For Windows® 2000 Professional, click Change/Remove Programs.

4 Select Palm Desktop, and click Add/Remove.

For Windows® 2000 Professional, select Palm Desktop from Currently Installed Programs, then click Delete.

5 Click Yes.

The Palm Desktop for Sony software is uninstalled.

Customer registration

If you do not fill out the customer registration soon after installing PalmDesktop for Sony software, follow the instructions below to complete the registration.

1 Click Sony Handheld Registration icon on the desktop of Windows.

The Sony Handheld Registration screen appears.

2 Click http://www.sony.com/peg/registration.

Your computer is connected to the Internet and the Web page for user registration is displayed.

3 Follow the instructions on the screen.

Which manual to read?

This section provides brief description on the other manuals provided with Sony handheld. Refer to each manual as needed.

❑ Operating Instractions

This manual provides detailed description on how to use Sony handheld, beginning with basic Information. After reading this “Read This First”, be sure to read this manual also.

❑ PictureGear Pocket Operating Instructions

This manual provides detailed description on how to use picture album application included with Sony handheld.

For the support of the supplied **TrueSync** software, please contact below.

Free Up & Running Support: 1-970-522-4610
No charge assistance for software installation and initial canfiguration 6 a.m. – 5 p.m. Pacific Standard Time Monday – Friday
Pay-As-You-Go Hotline: 1-800-953-9995
$2.00 per minute, first minute free (Requires a Credit Card)
6 a.m.– 5p.m. Pacific Standard Time Monday – Friday

Online Support Knowledgebase and Help Request System
http://techsupp.starfish.com/sony

For the support of the supplied **AvantGo** software, please refer to the Web site below.
https://avantgo.com/help/contact.html

Printed on recycled paper

Opening the gMedia Operating Instructions

The Operating Instructions in PDF format is included in the gMedia application attached to the gMedia software. The procedure to access the Operating Instructions is as follows:

1 Insert the supplied Install CD-ROM to the CD-ROM drive on your computer.

2 After the Installation menu appears, click Exit.

Installation menu closes.

3 Open the Windows® Explorer, then double-click the CD-ROM drive.

The file directories of Install CD-ROM appear.

4 double-click the gMedia folder, then double-click the gMedia Manual.pdf.

gMedia Operating Instructions opens.

Adobe® Acrobat® Reader 3.0 or later is required to view this Operating Instructions. If Acrobat® Reader is not installed, install the Acrobat® reader with the following procedure.

1 Open the Acrobat folder found within the Install CD-ROM.

2 Double-Click Setup.exe in the Acrobat folder.

Installation starts.

3 Double click the Acrobat® Reader4.0 icon, which appears on the Windows® desktop, after the installation.

4 Read the contents of the “Software License Agreement” and click “Accept.”

Acrobat® Reader should be available upon completion of above procedure.

Now continue with the procedure to access the gMedia Operating Instructions.

Sony online http://www.world.sony.com/

Printed in Japan